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<u>L11</u>	L10 and(predict\$4 same threshold)	0	<u>L11</u>
<u>L10</u>	L9 and l7	4	<u>L10</u>
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 ... couldn't find "it" at the energy levels **current theories predict**. ...
 double that energy **threshold** and give up after that **point** if they can't detect it. ...
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... Comparison of Five Conditional Probabilities in 2-Level Image **Threshold** ...
 to be made on whether a **locality** is to be kept **memory** resident, or released, ...
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... you have to be able to **predict future** data well, and thus good data compressors
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... to make a **prediction** when the recent context has **not** been previously seen.
 ... that attempt to **balance memory** usage or **future** workload, respectively. ...
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 ... in situations where total **load** is difficult to **predict** and execution times
 ... **memory** regions to which the scheduler was **not** directly given a **pointer**). ...
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... has a **location** defined by coordinates, and topological **pointers** to other ...
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... may lead to a very uneven **load balance** and even deteriorate **data locality**.

... vision system to recognise **3D** objects in a **2D scene** from intensity data. ...

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... it needs a waiting period to download the **scene** of the new ... as object density and **locality** are not considered in this. **load-balancing** mechanism. ...

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... underneath of both the file and **virtual memory** systems. ... with these models by taking advantage of **current** trends in **3D graphics** hardware development. ...

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... where the user has a **virtual** notepad. It would **not** be convincing if ... can grab any dynamic object (as opposed to static objects) in the **scene** by ...

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... optimization, **load balancing** and dynamic resource allocation. ... **location** relationship is **relevant** to the **current** user position when both operators ...

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From talks-admin@list.cs.brown.edu Mon, 21 Feb 2000 16:18:32 -0500 ...

... of dynamic **load balancing** schemes on distributed **memory** parallel computers.

... we have N arbitrary photos of an arbitrarily-shaped, static **3D scene**. ...

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